



MUSIC GENERATOR™ 3: THIS IS THE REMIX

FEATURING MUSIC FROM:
OUTKAST, SNOOP DOGG
SEAN PAUL & FABOLOUS



Codemasters® 

GENIUS AT PLAY™

Warning: Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

Warning To Owners Of Projection Televisions:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use Of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

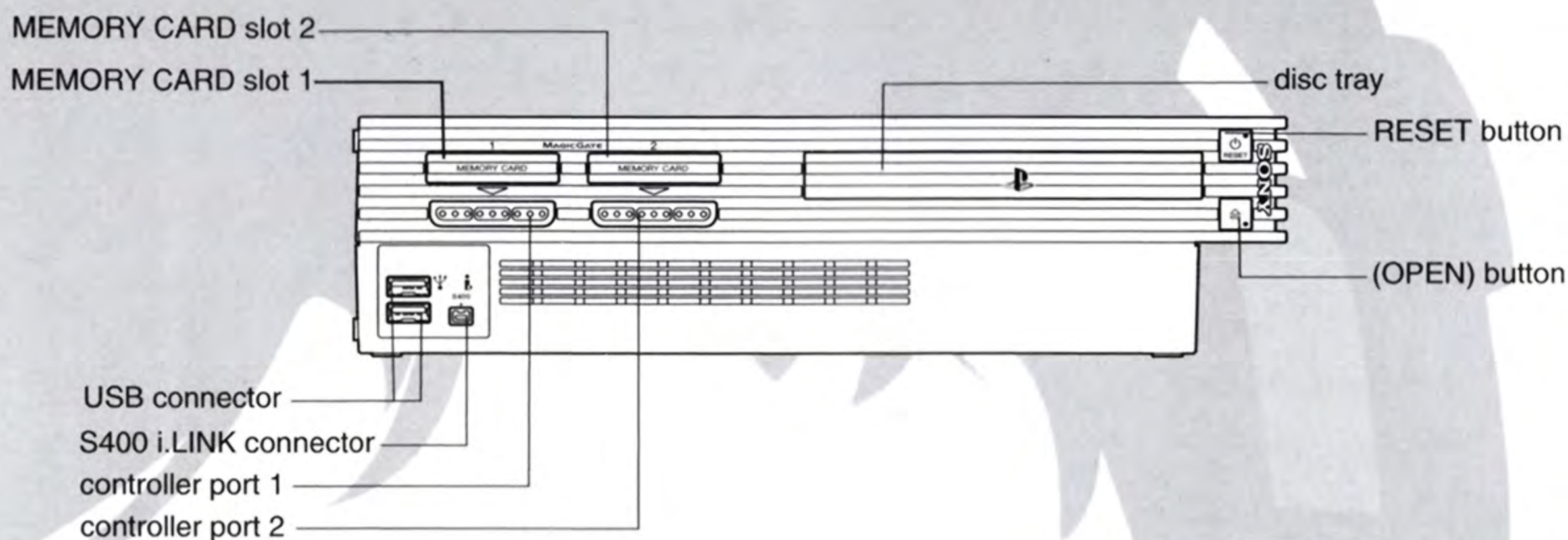
Handling Your PlayStation®2 Format Disc:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Music Generator™3: This is the Remix disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Note: MTV Music Generator™3: This is the Remix supports the use of MEMORY CARD slot 1 and MEMORY CARD slot 2. This game supports only the use of the DUALSHOCK®2 analog controller. When exchanging discs, do not insert a disc that is not supported by PlayStation®2.

MEMORY CARDS (8MB)(FOR PLAYSTATION®2)

Within this booklet, the term 'memory card' is used to describe the memory card (8MB) (for PlayStation®2) – (product code SCPH-10020). Any other Memory Card such as Memory Card (SCPH-1020), which is designed for use with PlayStation® computer entertainment system, is not compatible with this game or hardware.

Make sure there is sufficient space on your memory card before starting play.

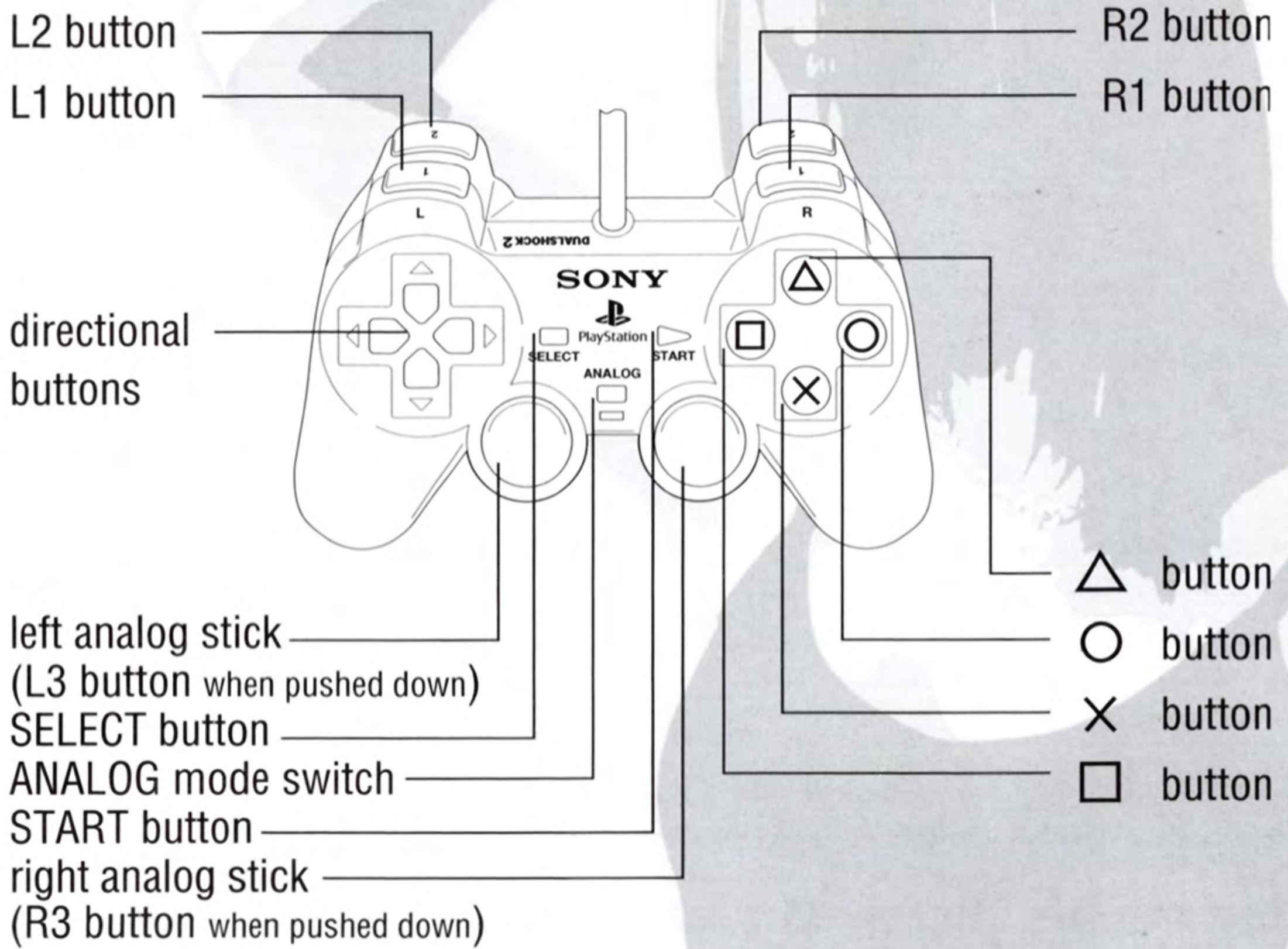
ROYALTY-FREE LICENSE

You are entitled to a worldwide royalty-free perpetual license to make, use, sell, distribute and publish any works that you create with MTV Music Generator™3: This is the Remix using any of the audio or video components that have been created for this product, including those created by Zero-G, but excluding the original licensed compositions by the credited artists or any components thereof; provided that such works are clearly marked on the media or packaging as being created using MTV Music Generator™3: This is the Remix. This license does not include the right to use any recordings or components of MTV Music Generator™3: This is the Remix in any commercial music creation product, video creation product or for any library sounds or samples. No license is granted for the commercial use or publication of the original licensed compositions of the credited artists or any component or sample within those tracks.

Sound files © 2003-2004 Zero-G Ltd. www.zero-g.co.uk

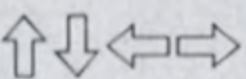
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NAVIGATION

Move highlight around screen:

left analog stick or directional buttons 

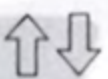
Select highlighted item:

X button

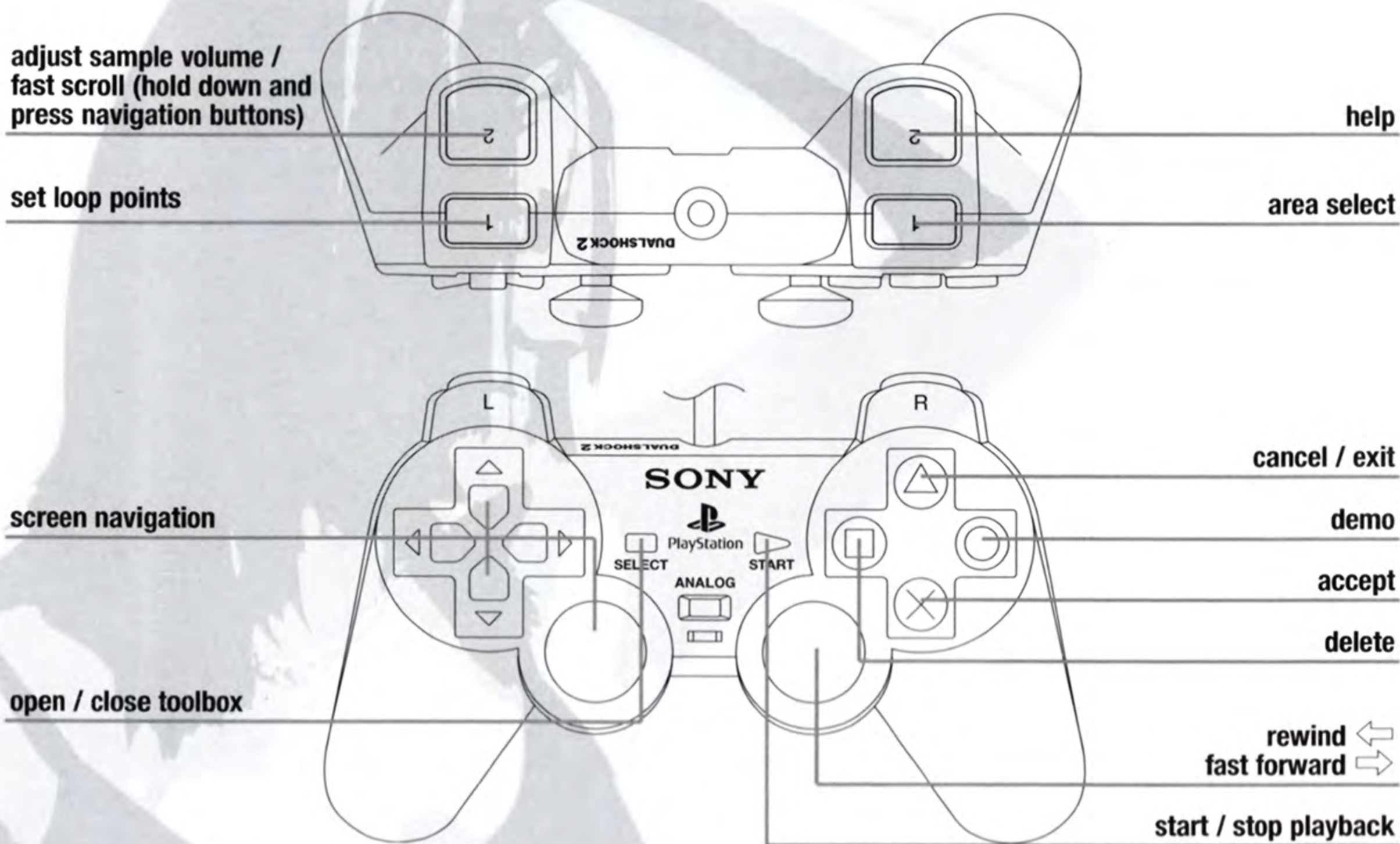
Cancel/exit:

triangle button

Expand menu item where "▲" or "▼" is shown:

left analog stick or directional button 

CONTROLS



Additional control information is shown at the bottom of each screen.
Press the **R2** button at any time for further on-screen help.

BEFORE YOU START...

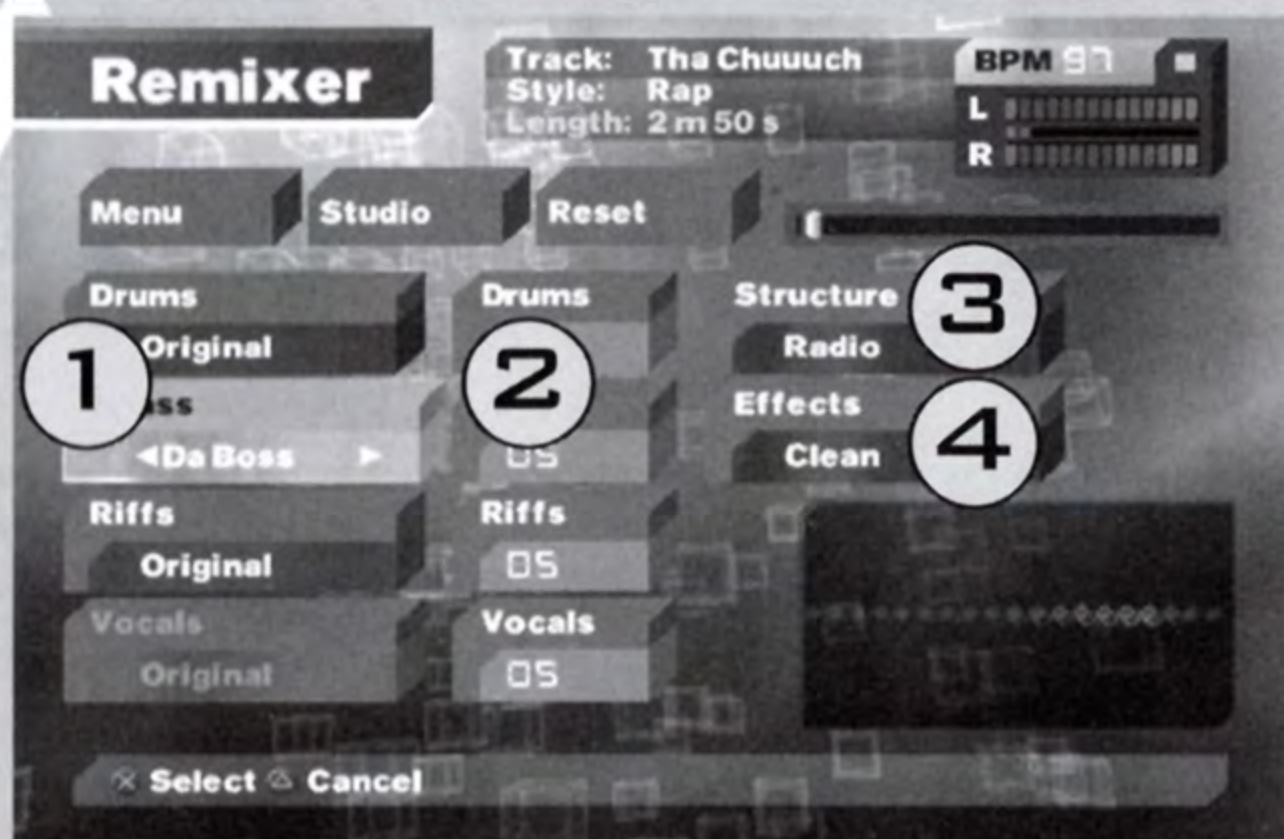
...we strongly recommend that you take a tour through the MTV Music Generator™3: This is the Remix tutorials to familiarize yourself with the full capabilities of this software. From the Main Menu, select "Options," then "Tutorial" and finally choose a tutorial; follow the instructions on screen and you'll learn all you need to get composing and remixing in no time. At any time during the Tutorials, press the L3 button (click left analog stick) to display the last instruction or quit the Tutorial.

MAIN MENU

- Remixer:** Use the Remixer to quickly and easily create your own unique version of any of the songs by artists featured in MTV Music Generator™3: This is the Remix.
- Studio:** The heart and soul of any self-respecting artist, the Studio is where you lay down your remix or compose a new track from scratch.
- Playlist:** Play back a selected set of your saved tracks (and also those by featured artists on the MTV Music Generator™3: This is the Remix Disc).
- Files:** Go to the Files Menu when you want to save or load your work. You can also access the Files Menu directly from the Studio.
- Options:** Adjust sound effects volume and screen position, or run through a tutorial. Also check out the team that brought you MTV Music Generator™3: This is the Remix.

REMIXER

As you enter the Remixer, select a featured artist then use the on-screen controls below to create a brand new version...



1. Instrument Groups: Drums, Bass, Riffs & Vocals

There are several sets of samples used in each group. Select an Instrument Group to access its current sample set, then press the left analog stick or directional buttons $\leftarrow\rightarrow$ to change the sample set. Press the \times button again to use the new sample set in the song.

2. Instrument Group Volume

Select one of the Volume panels then press the left analog stick or directional buttons $\uparrow\downarrow$ to adjust the volume slider for the relevant Instrument Group.

3. Structure

Structure controls the overall length and layout of the song. Select the Structure Panel then press the left analog stick or directional buttons $\leftarrow\rightarrow$ to change the structure. Press the \times button to use the new structure in the song.

4. Effects

Use Effects to change the overall channel and master effects that are applied to the song. Select the Effect Panel then press the left analog stick or directional buttons $\leftarrow\rightarrow$ to change the effects. Press the \times button to use the new effects in the song.

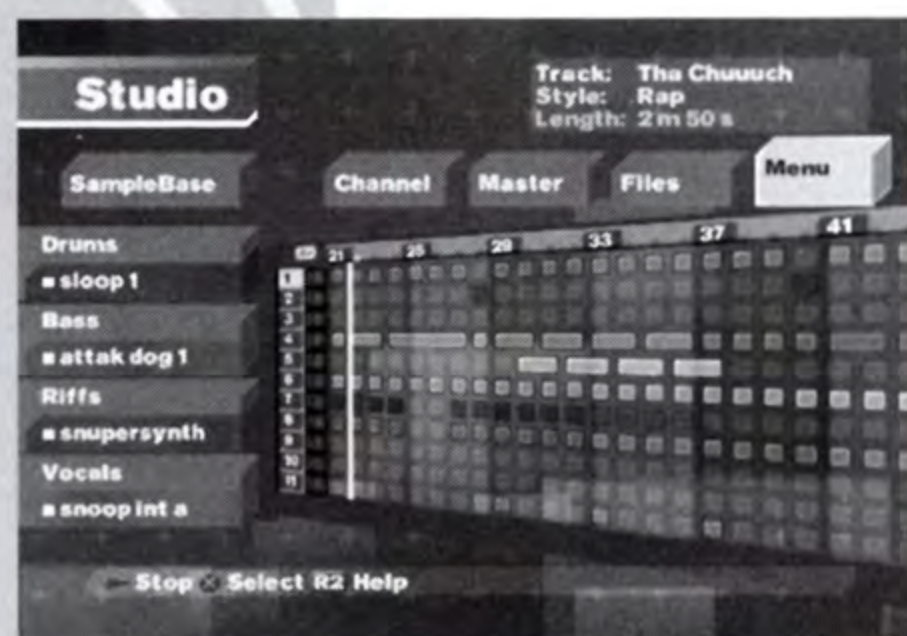
When you've completed all your changes, select "Studio" to transfer your remixed song to the Studio (with all the relevant samples loaded) for further tweaks and changes. Select "Files" in the Studio to save your song through the File Menu. (If you quit the Remixer before returning to the Studio and saving your song, you will lose your work.)

Alternatively, select "Reset" to dump your changes and return the song to its original recorded state.

STUDIO

Constructing a new song in the Studio is really easy! As you enter the Studio, select an Artist to base your new track on.

Songs are constructed by selecting samples from the Instrument Groups and placing them in the Grid.



THE INSTRUMENT GROUPS

Your samples come in four flavors—the Instrument Groups:

Drums: Combined with the Bass samples, these percussion samples form the structure of your song.

Bass: These deep rhythmic tones work with the Drums to underpin your composition.

Riffs: Riff samples combine to form the melody at the higher end of your song.

Vocals: Add vocals to your song to give it a human touch. You can leave these out if you're planning on a purely instrumental track.

Selecting Samples from the Instrument Groups

To pick a sample to place in your track, highlight one of the Instrument Groups (Drums, Bass, Riffs or Vocals) and press the \times button. The panel will open to show a list of all loaded samples in that Group. Press the left analog stick or directional buttons $\uparrow\downarrow$ to highlight a sample in the list, then press the \times button to select it.

If you want to hear what the sample sounds like, highlight it and demo it by pressing the \circ button.

Once selected you can move to the Grid to place it in your song—see Placing Samples in the Grid.

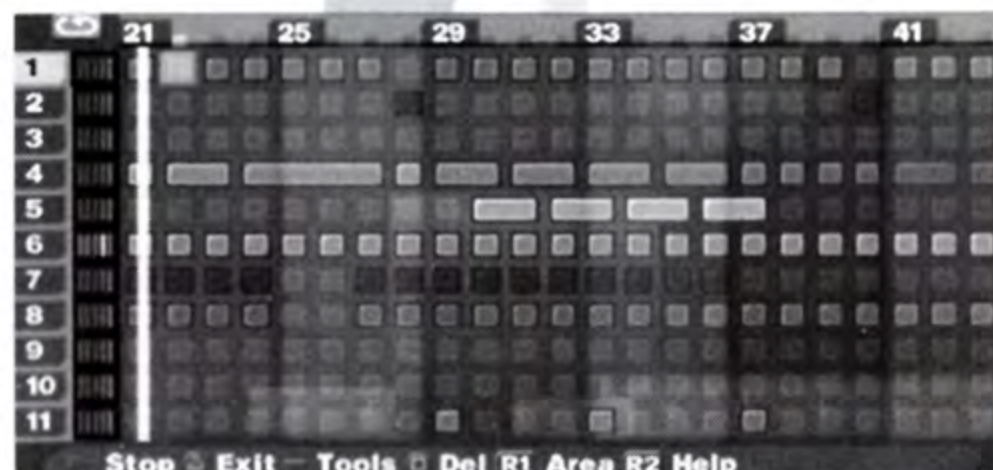
THE GRID

The Grid is where you construct your song. Access the Grid in the Studio screen simply by navigating towards it; press the \triangle button to leave the Grid and return to the Studio screen.

The Grid consists of 24 Channels and 512 Bars—but you

can only see some of these on screen at once. Scroll the Grid by navigating towards its edges; hold the $\boxed{L2}$ button to scroll left and right faster.

The Grid represents the whole of your song, bar 1 being the beginning of your song. All the Channels play simultaneously; you can think of these as “layers” of sound.



PLACING SAMPLES IN THE GRID

To place a sample in the Grid, select one from the Instrument Groups and navigate towards the Grid to access it. Next, place the highlight at the place on the Grid where you want your sample to play and press the \times button. To place the sample in an additional place, move the highlight and press the \times button again. Keep going until you've laid down the sample as many times as you like. Don't forget, you can demo a highlighted sample at any time by pressing the \circ button, or delete it from the Grid by pressing the \square button.

It's a good idea to use only one sample in each Channel as it will be easier to tweak later on.

Once you've placed some samples in the Grid, press the START button to hear what they sound like; press the START button again to stop playback—you can do this at any time while you're making your song. You can even place and delete samples from the Grid while the track is playing.

Using Area Select Mode to Edit your Song

It's really easy to move groups of samples around the Grid and create repeats in your mix by copying and pasting samples. Place the highlight at any point in the Grid, then press the **R1** button to enter Area Select Mode. Next, use the left analog stick or directional buttons to extend the highlight to cover the area that you want to copy and press the **X** button. Finally, move the highlight to the place you want the selected samples to go and press the **X** button again.

Press the **△** button or the **R1** button to leave Area Select Mode.

You can also move samples rather than copying them by using the Cut function. Simply follow the process above using the **○** button to cut the selected samples from the Grid instead of the **X** button.

To get rid of a whole bunch of samples, enter Area Select Mode as above, highlight the samples to be deleted and press the **□** button.

Working in Loops

While you're working on your track, you won't want to hear the whole song through every time you need to listen to just part of it. Play a part of your track by creating a Loop. Place the highlight in the bar you want to loop from and hold the **L1** button to enter Loop Mode. Next, press the directional buttons or left analog stick **↔** to extend the Loop area across the part of the track you want to listen to. Now when you play your track, you'll hear the Loop repeat until you stop it. You can add and delete samples as normal while the Loop is playing. When you have finished press the **L1** button again to leave Loop Mode.

The Studio Toolbox

At any time when you're working on your song, press the SELECT button to open the Studio Toolbox and access extra editing features:



Close:	shuts the Toolbox.						
Undo/Redo:	cancels your last edit/re-does your last "Undo."						
Clear All:	deletes all samples from the Grid.						
Clear Channel:	deletes all samples from the current channel.						
Insert Bar:	inserts a new bar before the highlighted bar in the Grid.						
Remove Bar:	deletes the highlighted bar from the Grid.						
Loop:	enable or disable the Loop function.						
Muting:	<table><tr><td>Normal</td><td>- plays all channels.</td></tr><tr><td>Solo</td><td>- plays only the highlighted channel.</td></tr><tr><td>Mute</td><td>- silences the highlighted channel, but plays all the others (note that you can have more than one channel at a time set to Mute). Muted channels can be spotted by the red highlight behind the channel number in the Grid.</td></tr></table>	Normal	- plays all channels.	Solo	- plays only the highlighted channel.	Mute	- silences the highlighted channel, but plays all the others (note that you can have more than one channel at a time set to Mute). Muted channels can be spotted by the red highlight behind the channel number in the Grid.
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LOADING NEW SAMPLES FROM THE SAMPLEBASE

You're not restricted to only those samples that are loaded when you enter the Studio—there's a whole host of sounds in the SampleBase that you can load to use in your song. To enter the SampleBase, select the "SampleBase" on the Studio screen.

The Instrument Groups are shown on the left of the SampleBase screen; select one to open a list of all the samples you have loaded on the left of the screen, and a list of all available samples in the Results column in the center of the screen.

You can limit samples shown in the Results column to just those samples you're looking for using the Search tools on the right of the screen.

To load a sample into the Instrument Group, highlight one in the Results column and press the \times button—the sample will move to the Instrument Group list. You can demo a highlighted sample before you load it by pressing the \circ button.

If you want to remove a sample that you have already loaded, highlight it in the Instrument Group list and press the \times button. Remember, if you remove a sample that you have used in your current composition, it will also be removed from your composition.

To close the Instrument Group list and return to the SampleBase screen, press the \triangle button.

Keep any eye on the "MEM" meter at the bottom-right of the screen. This shows how much memory is taken up by the samples you've loaded. When it's full, you cannot load more until you have removed some from your Instrument Groups.

When you've finished, select "Studio" to return to the Studio screen.

CREATING DRUMBEATS IN THE SAMPLEBASE

To create your own Drumbeats, go to the SampleBase from the Studio screen, then select "Beatbox." This takes you to the Beatbox screen. Drumbeats are created in a Grid similar to the main Studio Grid, however the Beatbox Grid represents only one bar rather than a whole track.

Drum hits are placed and edited in the Beatbox Grid in almost exactly the same way as in the Studio Grid. You can use up to six types of percussion sound in one Drumbeat, these are shown in the column on the left; each type of drum is given its own hit track in the Beatbox Grid.

Highlight a drum panel on the left of the screen and press the \times button. Next, press the directional buttons or left analog stick $\leftarrow\rightarrow$ to choose a drum type and press the \times button again, then navigate towards the Beatbox Grid to enter it. Highlight a point in the Beatbox Grid and press the \times button to place a hit; repeat to place another, and so on.

Demo the hit at any time by pressing the \circ button, or press the START button to play the whole Drumbeat.

Alter the volume of any hit in the Beatbox Grid by highlighting a hit and holding the $\boxed{L2}$ button. Next, press the left analog stick or directional buttons $\uparrow\downarrow$ to adjust the volume.

When you've finished, select the SampleBase panel to return to the SampleBase. You'll see that your new Drumbeat has already been loaded for use in your song.



The Beatbox Toolbox

At any time while you're in the Beatbox Grid, press the SELECT button to open the Beatbox Toolbox. The following options are available:

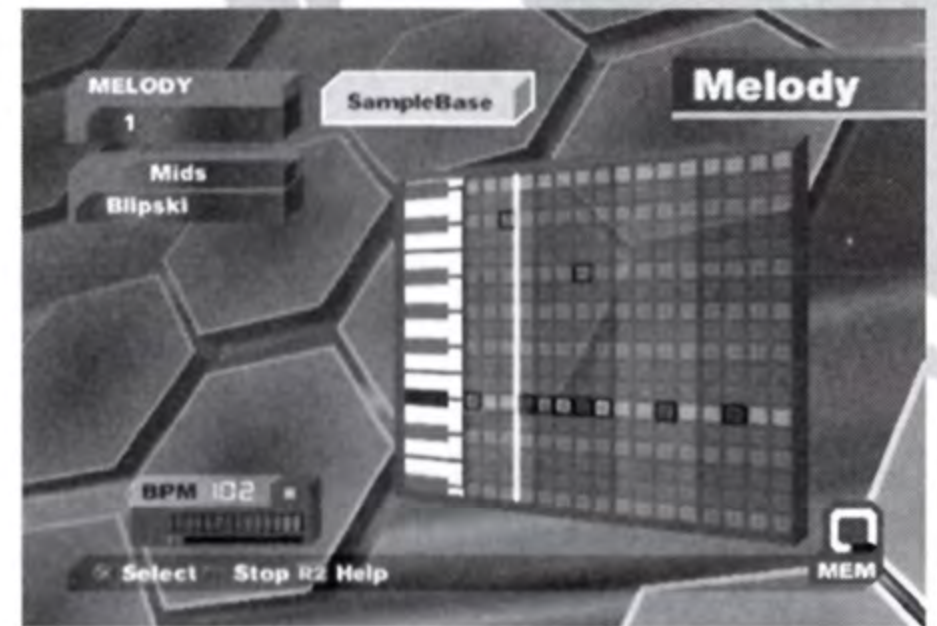


- Shuffle:** add Shuffle to your Drumbeat to make its hits less regular.
- Mute:** use Mute to turn individual hit tracks on and off.
- Generate:** select Generate to fill the Beatbox Grid with a Drumbeat that complements the current Artist style.
- Clear:** remove all hits from the Beatbox Grid.

CREATING MELODIES IN THE SAMPLEBASE

Melodies are created in much the same way as Drumbeats. Go to the SampleBase and select "Melody."

Each row in the Melody Grid represents a different note. The brighter rows indicate which notes will best fit the key of the Artist style you chose on your way in to the Studio.



Before you start constructing your Melody sample, pick an instrument sound using the Instrument Panel on the left. Highlight the top part of the Instrument Panel and press the \times button, then press the left analog stick or the directional buttons $\leftarrow \rightarrow$ to select from high, mid or low notes. Next, move to the lower part of the Instrument Panel, then press the left analog stick or directional buttons $\leftarrow \rightarrow$ to choose the specific sound. Press the \circ button at any time to demo the sound and the \times button to accept it.

Now you're ready to navigate to the right and place notes into the Melody Grid. As in the Studio and Beatbox, highlight blocks in the Melody Grid, pressing the \times button to place notes. Repeat this until you have completed your Melody. Don't forget to listen to your Melody while you're working by pressing the START button.

When you have finished, return to the SampleBase and you'll see your new melody has been loaded into the Riffs section of the Instrument Groups, ready to go into your track.

The Melody Toolbox

At any time while you're in the Melody Grid, press the SELECT button to open the Melody Toolbox:



- Shuffle:** add Shuffle to your Melody to make it less rigid in structure.
- Beat:** plays a basic beat along with the selected sample.
- Generate:** select Generate to fill the Melody Grid with a Melody that complements the current Artist style.
- Clear:** remove all hits from the Melody Grid.

CHANGING THE SOUND OF SAMPLES USING WAVES

Waves can be used to alter any sample on the MTV Music Generator™3: This is the Remix disc and make it sound completely different. Enter the Waves screen by selecting “Waves” in the SampleBase.



First, select a sample to edit from the Instrument Groups on the left of the screen. The waveform of the sample is loaded into the Wave Panel on the right. Next, you need to define the part of the wave that you want to work on; this is shown by two vertical lines in the Wave Panel—the Selected Area. Press the directional buttons $\leftarrow\rightarrow$ to move the Selected Area left or right, or $\uparrow\downarrow$ to stretch or shorten the Selected Area. You can also hold the **L1** button or the **R1** button to zoom into the waveform so you can more precisely define the Selected Area.

Cut, copy, paste or delete the waveform in the Selected Area using the normal editing controls shown at the bottom of the screen.

When you've finished editing the sample, press the \triangle button to exit the Waves Panel then return to the SampleBase. You'll notice that the name of the sample now carries a "*" next to it to indicate that it has been altered from the original version.

Altering the Wave Volume

Hold the **L2** button to access the volume controls and adjust the amplitude of the waveform in the Selected Area. Press the \uparrow or \downarrow directional buttons to raise or lower the overall volume of the waveform, or the \leftarrow or \rightarrow directional buttons to ramp the volume up or down from the beginning to the end of the Selected Area.

The Waves Toolbox



At any time while you're in the Wave Panel, press the SELECT button to open the Waves Toolbox:



- | | |
|----------------------|---|
| Snap: | constrains the boundaries of the Selected Area to the beat marks at the bottom of the Wave Panel. |
| Beat: | plays a basic beat along with the selected sample. |
| Reverse: | reverse the sample within the Selected Area. |
| Record Start: | ramp up the speed of the wave from slow to normal speed (similar to a vinyl LP starting up). |
| Record Stop: | ramp down the speed of the wave from normal to slow speed (similar to a vinyl LP slowing down). |
| Stutter Slow: | adds a slow stutter to the selected part of the wave by breaking it into sections. |
| Stutter Fast: | adds a fast stutter to the selection by breaking the wave into smaller sections. |
| Undo All: | cancel all edits to the original wave. |







EXTRACTING YOUR OWN SAMPLES WITH THE RIPPER




Use the Ripper to grab samples of up to 8 seconds of music recorded to CD, then edit them to use in your tracks. Enter the Ripper by selecting “Ripper” in the SampleBase (note: it may produce a better result if you rip from CD music with a similar BPM to the song you’re building).


First, press the  button to open the disc tray and remove the MTV Music Generator™3: This is the Remix disc. Place the disc you want to rip from in the disc tray and press the  button again. MTV Music Generator 3: This is the Remix supports disc exchange while the title is running. The types of disc that the game supports are: any CD-Audio disc, the MTV Music Generator™3: This is the Remix game disc. Do not insert any unsupported disc type while the title is running.


Next, choose a track and a time point in that track where you want the rip to begin (you may first need to listen to the track on a normal CD player and write down the time point from the CD player’s display when the section to be ripped starts).

Finally, select “Rip” to extract an 8-second sample from the time point you set. The sample is loaded into the Wave Panel on the right of the screen.

The Wave Panel is similar to the one found on the Waves screen (see Waves) and also uses a Selected Area. The Selected Area is initially set to contain one bar of sound within your ripped sample. Press the directional buttons   to move the Selected Area left or right, or   to stretch or shorten it. Hold the  button or the  button to zoom into the waveform so you can more precisely define the Selected Area.

Whatever the length of the Selected Area at this point, it will always contain only one bar of sound and will only occupy one bar when you take your sample back to the Studio to place in your song. To change the number of bars, press the  button to exit the Wave Panel then select “Bars” on the left of the screen. Press the directional button or left analog stick   to change the number of bars in the Selected Area.





Navigate back to the Wave Panel and change the Selected Area to define which part of the ripped sound is to be included in your final sample. Because stretching or shortening the Selected Area changes the amount—and therefore the frequency—of sound that is fitted into one bar (or more) of time, the pitch of the sound may also alter. Press the  button at any time to demo the Selected Area.

Once you are happy with the ripped sample in the Wave Panel, press the  button to crop it to the Selected Area. Finally, reinsert the MTV Music Generator™3: This is the Remix disc, exit the Wave Panel and select “Finish” to complete your sample and return to the SampleBase; you’ll see that your new sample has been loaded for use in your composition.

Note: you MUST reinsert the MTV Music Generator™3: This is the Remix disc before leaving the Ripper.

PLEASE REFER TO THE LEGAL NOTICE ON PAGE 2.

MASTER EFFECTS

Select “Master” in the Studio to apply effects globally to your track. To select a preset effect, highlight one of the effects on the left of the screen and press the  button. Next, press the directional buttons or left analog stick   to scroll through the options available; if your track is playing, you can hear the change take place instantly. When you are happy with the result, press the  button again to accept the change.



- Volume:** set a volume level for your track.
- BPM:** alter the rate of your track's beats per minute.
- EQ:** boost or cut different EQ frequencies into your song.
- DBass:** DBass increases the bass for low volume levels, optimizing the output sound quality.
- Reverb:** select from different reverb effects to alter the overall tone of your song.
- Speaker:** choose the type of speakers your track is playing through.

Levels

Each of the Master Effects can be specified more accurately than simply by selecting one of the pre-sets above. Highlight an effect then navigate right and select "Show Levels" to access the Levels control. Select the effect and press the left analog stick or directional button $\leftarrow\rightarrow$ to turn the level control. When you're happy with the result, press the \times button to accept the change.

Some effects have more than one Levels control (e.g. EQ has three). Simply highlight the control you want to operate, press the \times button, then proceed as above.

Keep an eye on the FX Meter at the bottom right of the screen. This shows how much processing power is being taken up by the effects. When the FX Meter is full, you cannot add any further effects.

CHANNEL EFFECTS

Select "Channel" in the Studio to apply effects to each individual channel within your track.

First, select the channel that you want to add effects to—highlight the Select Channel panel at the top of the screen and press the \times button. Next press the left analog stick or directional buttons $\uparrow\downarrow$ to select a channel in your track. Press the \times button again when you've found the channel you want to work with.



At any time, press the \circ button to demo the selected channel, or the START button to play the whole track.

Next, apply some effects:

- Volume:** adjust the volume of the selected channel.
- Pan:** use Pan to select whether the channel plays through the left, right or both speakers.
- Filter:** choose a preset filter for the selected channel.

Select "More" for advanced effects options...

- Reverb Level:** select a preset reverb level for the selected channel.
- Delay:** add echo-like effects to your track.
- Flanger:** select flanger speed.
- Distort:** choose from the distortion effects available.
- Reverse:** any samples placed in a channel with Reverse turned on will play backwards.

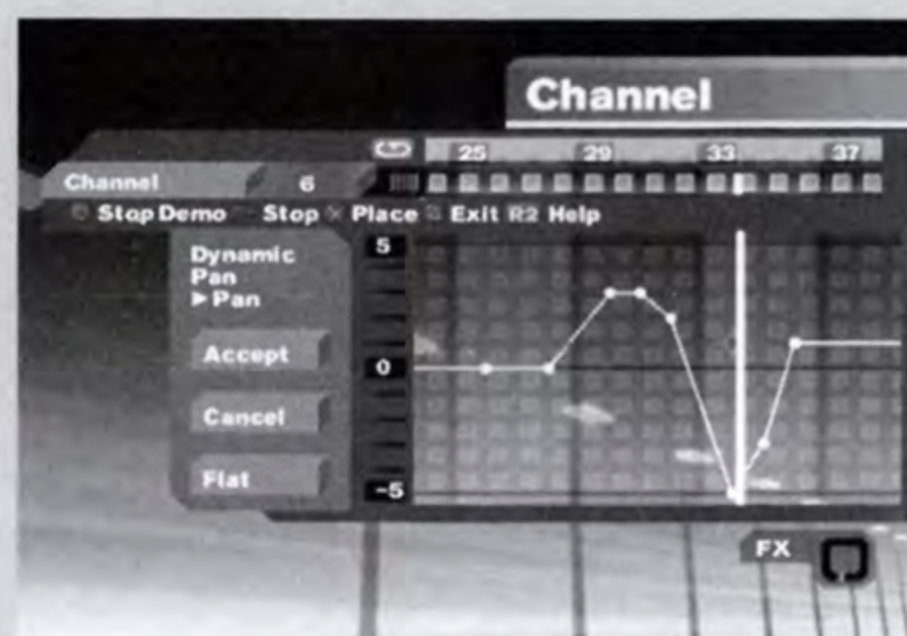
Just as for Master Effects, each Channel Effect can be set more accurately using the Levels controls.

To restore the Channel Effects to their default settings, select "Reset" at the top of the screen.

DYNAMIC EFFECTS

Dynamic Effects are extremely powerful tools that allow you to fade both Master and Channel Effects in and out across the length of your track.

To add a Dynamic Effect, select an effect in the Master or Channel screens then navigate right and select “Show Levels.” Next, select the “Dynamic” panel to access a screen that looks similar to the one on the right. There is some variation between the Dynamic screens for each type of effect, but the principle used to operate them is the same.



Your track is represented by a graph with the horizontal axis being your track shown in bars. The level of the effect is shown by a white line on this graph. To increase or decrease the impact of the effect on your track, you need to adjust points on this line. To adjust the line, simply place the highlight anywhere in the graph and press the \times button—the line will move to the point you’ve selected.

To move a point you’ve already set, simply place the highlight in a new place above or below the original point and press the \times button again. To move all points at the same time, hold the **L1** button and press the left analog stick or directional buttons \uparrow \downarrow .

At any time, press the START button to hear how the new Dynamic Effect affects your song. Select “Accept” to keep your changes and go back to the Master or Channel Effects screen, select “Cancel” to leave the Dynamic Effects screen without keeping your changes, or choose “Flat” to return the graph to its default setting so you can start again.

When you’ve finished, press the \triangle button to exit the graph.

SAVING & LOADING YOUR SONGS

When you’ve created a track that you like, you’ll want to keep it! Go to “Files” in the Studio screen and use the options on screen to save, load and delete tracks.

PLAYLIST

Select “Playlist” from the Main Menu to load up and play a selection of your own tracks and those created by featured artists on the MTV Music Generator™3: This is the Remix disc.

Navigate to the Files list in the center of the screen, highlight a track and press the \times button – the track is added to the Playlist. Add as many tracks as you want (until the memory is full), then select “Play.”

Performa: activate Performa Mode and remix tracks on the fly as your Playlist bangs out your selections.

Play Mode: select whether your Playlist plays your selected tracks in order or shuffles randomly.

Repeat Mode: with Repeat Mode turned on, the Playlist will start over when it reaches the end.

The Playlist Toolbox

At any time while your songs are playing, press the SELECT button to access the Playlist Toolbox:

Previous Track: skip back to the previous track.

Next Track: skip forward to the next track.

Restart Track: start the current track from the beginning.

Show/Hide UI: show or hide the Performa Mode controls on screen.

PERFORMA MODE

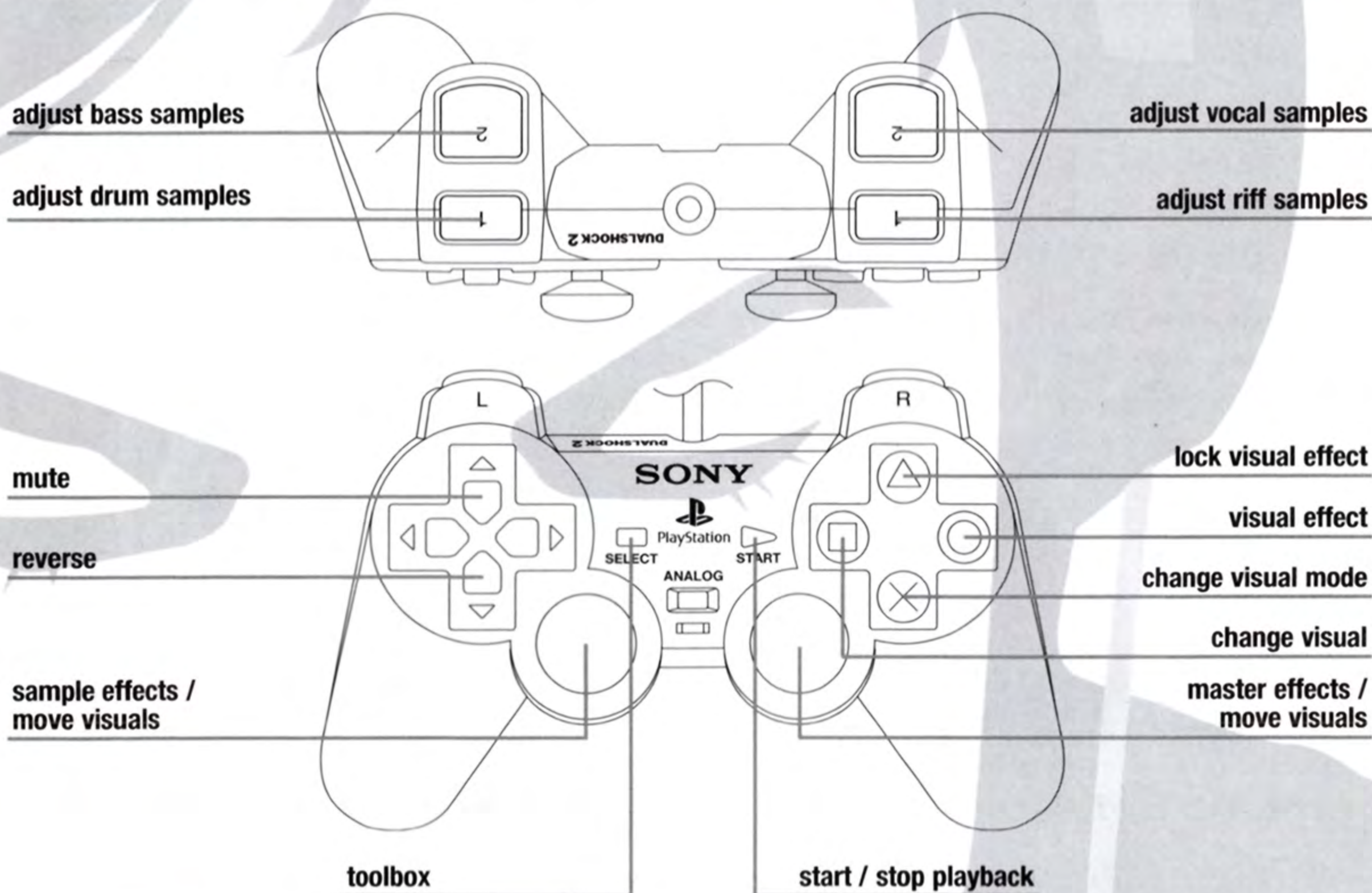
If you've got Performa Mode turned on in the Playlist, the following controls are enabled so you can remix live in real time as your tracks play out:

Remixing Samples Live

Hold the **L1** **L2** **R1** or **R2** buttons to access drum, bass, riff or vocal samples in the track that's playing, then use the directional buttons or the left or right analog sticks to adjust how those sets of samples sound. You'll hear the changes immediately as the song plays.

Video Playback

As your tracks play, they're accompanied by dynamic visuals on screen. Alter these with the **○** **×** **□** buttons or the left or right analog sticks. If you want to keep the visuals in the mode you've set, press the **△** button to lock them.



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"GET BUSY"

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